## 50690/JEJ/B600

## CLAIMS:

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1. A method of processing graphics images in a display engine for display, the method comprising:

in a window controller, obtaining data that describes windows in which the graphics images are displayed;

sorting the data using the window controller in accordance with respective depths of the windows;

transmitting header packets from the window controller to the display engine, each header packet containing at least a portion of the data, said portion describing at least one of the windows;

transferring the graphics images from a memory to the display engine responsive to said header packets; and

blending the graphics images using alpha values
15 associated with the graphics images.